



# Activity: Are You A Bucket Filler?

**Duration:** 45 min **Grades:** K-4 **Main Topic:** Social Emotional Learning CCSS.ELA-LITERACY.SL.K.6

### Summary/Goal:

In this cooperative game, students will write down positive and negative behaviors and work together to 1) identify whether each behavior makes them a "bucket filler" or "bucket dipper", and 2) Code Evo to bring that behavior to the corresponding bucket (with OzoBlockly or Color Codes).

#### Materials:

- One copy of game per group
- Scissors
- Tape
- Evo or Bit by Ozobot, one per group
- Computer or tablet (if using OzoBlockly)

### Setup:

- 1. Print one copy of the game playfield and cutouts per group.
- 2. Cut out the props and cards from the cutout page (or have the groups cut out their own for scissors practice).
- 3. Fold behavior cards in half after writing.
- 4. Construct the bot's "arms" by following instructions on the cut-out sheet and tape it to the bot.
- 5. Shuffle behavior cards and place them face-down in a pile.
- 6. Calibrate your bot.

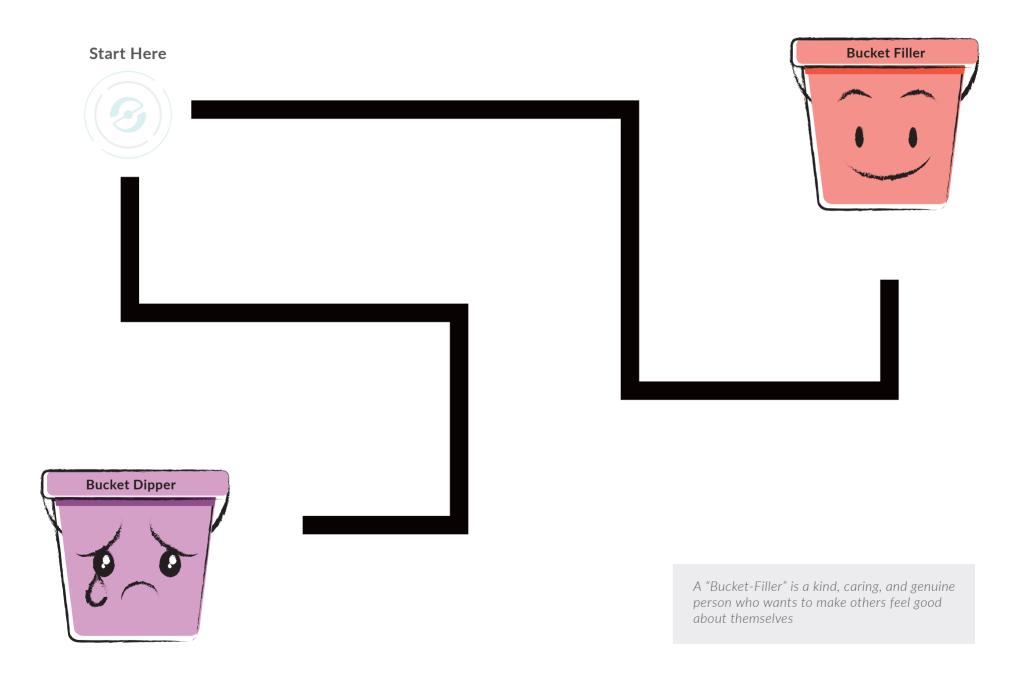
#### **How to Play:**

- 1. From the behavior cards pile, the group will draw a card and decide, as a group, whether that behavior makes them a bucket filler or a bucket dipper.
- 2. Once the group decides which bucket to put it in, place the bot on the correct line and have Ozobot push the folded up card to the correct bucket.
- 3. \*Note: If using OzoBlockly, the group will program the bot to get to the corresponding bucket.
- 4. Set the behavior card aside and repeat steps 1-3 for two rounds (K) or three rounds (1st).
- 5. Play again, as many times as you'd like!
- 6. For Evo, load the program provided to Evo to temporarily turn off Evo's sensors (http://ozoblockly.com/editor#6wcq6o)

#### Materials:

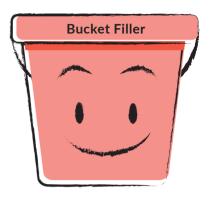
- What behaviors were sent to the bucket filler? Why?
- Which behaviors were sent to the bucket dipper? Why?
- How do you think this behavior makes someone feel? How would it make you feel?
- Which behaviors will make friends? Which will not?
- Other Academic Standards
  - CCSS.ELA-LITERACY.SL.K.4 CCSS.ELA-LITERACY.SL.K.3 CCSS.ELA-LITERACY.SL.K.1.B CCSS.ELA-LITERACY.SL.K.1 CCSS.ELA-LITERACY.SL.1.1 CCSS.ELA-LITERACY.SL.1.4 CCSS.ELA-LITERACY.SL.2.1.B











## **Start Here**

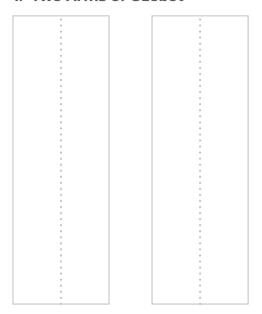






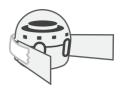
# **Cutout Page**

## 1. Two Arms of Ozobot

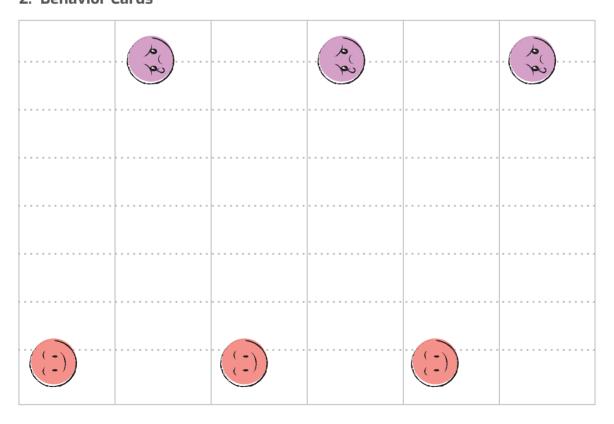








# 2. Behavior Cards



Instruction for prepare Behavior Cards

